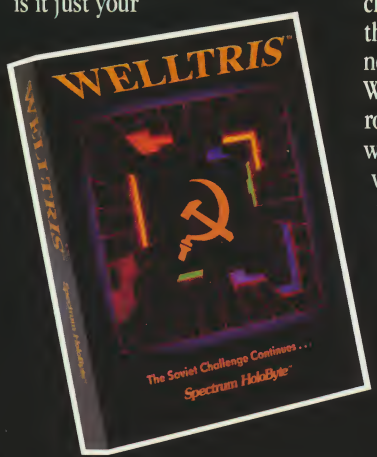
ANOTHER SOVIET CHALLENGE OF NEW DIMENSIONS - WELLTRIS

Step into another dimension! Is this pit of falling WELLTRIS™ pieces really drawing you down into its very depths or is it just your imagination? In this latest Soviet mind teaser Alexey Pajitnov, the designer of the award-winning TETRIS™ challenge, transports us into the next dimension. There's a new angle at every turn. WELLTRIS pieces can be rotated within each wall, as well as around the four outer walls while falling deeper into the pit. With three difficulty levels containing five speeds each, few will be able to master the challenge. There is no escape—if TETRIS didn't get you, WELLTRIS will!



Spectrum HoloByte™

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WARNING: Publisher cannot be held responsible for addictive tendencies developing in WELLTRIS players.

Available on IBM, Macintosh, and Amiga.

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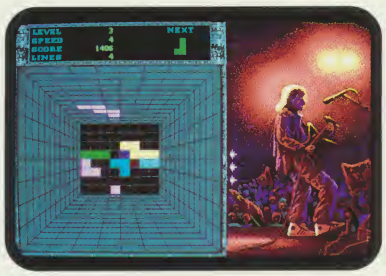
WELLTRIS™

The Soviet Challenge Continues . . .

IBM EGA

With the changing world situation, it has been a special pleasure to have the opportunity of working closely with our Soviet friend, Alexey Pajitnov, throughout the development phase of his two unique games, TETRIS and WELLTRIS. On Pajitnov's first visit to the United States it was our privilege to introduce him to the beauty and excitement of the West Coast. We are looking forward to many more unique products and a long, productive future with Pajitnov.

Alexey Pajitnov



IBM EGA

Just when you thought you had mastered TETRIS, here comes the next mind teaser from the Soviet Union. WELLTRIS takes you into another dimension as you attempt to position shapes in a three-dimensional perspective. Rotate the falling pieces and place them to form solid rows or columns on the bottom grid of the "well." The longer you play, the tougher it gets. Watch out for those bonus pieces that appear at the beginning of each successive level of play; they appear in shapes that are unwieldy to place and require some quick thinking to fit them on the bottom grid. As with TETRIS, the faster the pieces are aligned and dropped, the higher the score. WELLTRIS contains a unique feature which allows you to split pieces at the corners of the bottom grid. This causes the piece to divide and move in two different directions. The beauty, simplicity, and uniqueness of WELLTRIS defies definition, but once you try it you'll love it. WELLTRIS—another name for "addictive!"

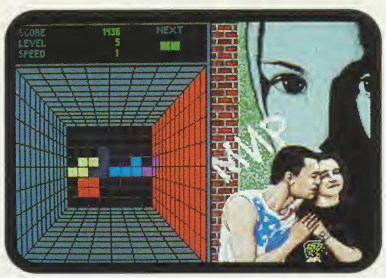
IBM EGA

Quotes:

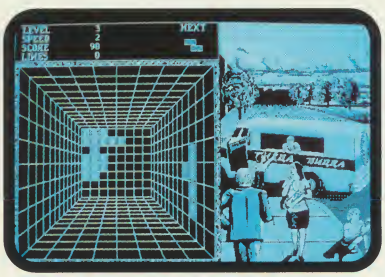
"As far as picking the 'best of the best,' there's only one: Welltris . . . Welltris is my vote for the game of the year."
Allen S. Papkin—UNITED PRESS INTERNATIONAL

"They call it a game, I call it an obsession."
L. R. Shannon—THE NEW YORK TIMES, November 28, 1989

"What the United States and Russia may need worse than an arms-limitation agreement is an agreement limiting computer games ending in 'tris.'"
Lonnie Brown—THE LEDGER, December 9, 1989



AMIGA



MACINTOSH

MACINTOSH II

Features:

- Fascinating three-dimensional perspective
- Pieces can be rotated around four walls
- Three difficulty levels, each containing 5 speeds
- Randomly generated pieces
- Increasingly complex shapes at higher difficulty levels
- Scoring system with top ten recorded
- Optional mode to preview next shape
- "Bonus" pieces that appear as you advance to higher level
- Movement mode choice (Right/left/up/down/ OR clockwise/counter-clockwise)
- Russian folk music for mood setting (on certain formats)

1989 SPA Excellence In Software Nominee for:

- **Best Entertainment**
- **Best Action/Arcade**
- **Critics' Choice Award**

Machine Requirements:

- Macintosh 1 Meg
- Macintosh II color version 2 Megs, 256-color video card, and hard drive
- IBM PC/XT/AT/Tandy 1000 (CGA, EGA, HGC) 256K
- Amiga (memory to be determined)